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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Survival Horror |
| WHAT MECHANIC ARE YOU CHANGING? | Lives/health |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Time limits after spawning (once spawned, limited time to achieve set goals) |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero, Unease and Disgust |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Creating flow in the player without overdoing the difficulty and maintaining a strong emotional response that is expected of a horror game |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Lots of checkpoints and differing pacing of each level |
| PLAYER FEEDBACK (1) | “The game is challenging at its core and requires a lot of concentration to do well. I was so invested in the gameplay that when I had slower moments, the horror elements really grossed me out and made me feel a little anxious.” |